

CLEAN COPY OF CLAIMS

1. A method of synchronising the replay of audio data sent as data packets in a network of computers, the audio data being sent from a source station to a plurality of destination stations within earshot of one another, each data packet setting out from the source station to respective destination stations at substantially the same time, each packet taking a travel time to reach its destination station, the travel times having a substantially random distribution over a range of times, the method including determining the average travel time of a packet, and providing a delay between the time a given packet is sent and its replay, the delay being adapted such that it corresponds to a time equal to said average travel time plus a constant time.
 2. A method of synchronising the replay of audio data sent as data packets in a network of computers, the audio data being sent from a source station to a plurality of destination stations within earshot of one another, each data packet setting out from the source station to respective destination stations at substantially the same time, each packet taking a travel time to reach its destination station, the travel times having a distribution over a range of times, the method including determining the minimum travel time of a packet, and providing a delay between the time a given packet is sent and its replay, the delay being adapted to vary such that it corresponds to a time equal to said minimum travel time plus a constant time.
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3. A method as claimed in claim 1 in which the distribution is a normal distribution.

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Examiner:

Title: A METHOD OF SYNCHRONIZING THE REPLAY OF AUDIO DATA IN A NETWORK OF COMPUTERS

- A1 Cont.*
4. A method as claimed in claim 1 in which the delay time is sufficiently long for several data packets to have arrived at the destination station before the value of the delay and/or average travel time and/or minimum travel time is computed.
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5. A method as claimed in claim 2 in which the distribution is a normal distribution.
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- A2*
6. A method as claimed in claim 2 in which the delay time is sufficiently long for several data packets to have arrived at the destination station before the value of the delay and/or average travel time and/or minimum travel time is computed.
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